

# MIDX Boss GP-10 - MIDI Implementation

Version: May 03 2018 – V2.9

## PC# 00 - PC# 98 - Change Patch Number (U01-U99)

Unused CC# - Pass through - Suitable for GP-10 Assign 1-8:  
 CC# 13, CC# 17, CC# 28, CC#29, CC#30, CC#76, CC# 93, CC# 94  
 Other unused:  
 CC# 58, CC# 98, CC# 109, CC# 110

SYSTEM CC's
GK SETTING SELECT = CC# 1 (0-3) (PATCH, GK1,GK2,GK3)
OUTPUT SELECT = CC# 2 (0-7) (LINE/PHONES, JC-120, SMALL AMP, COMBO AMP, STACK AMP, JC-120 RETURN, COMBO RETURN, STACK RETURN)
TUNER ON/OFF = CC# 3 (0-63 OFF, 64-127 ON)

PRESET CC's
RECALL/SELECT PATCH = CC# 4 (0-98)
STORE TO PATCH = CC# 5 (0-98)
STORE TO CURRENT PATCH = CC# 6 (value=127)

PATCH CC's
PATCH VOLUME = CC# 7 (0-127)
NORMAL PU ON/OFF = CC# 8 (0-63 OFF, 64-127 ON)
NORMAL PU LEVEL = CC# 9 (0-127)
MIXER MODEL INP LEVEL = CC# 10 (0-127)
MIXER NORMAL LEVEL = CC# 11 (0-127)
MIXER BALANCE = CC# 12 (0-127)
TAP TEMPO DELAY = CC# 14 (Measures ms. between each CC, Sets DELAY Time only)
<b>TAP TEMPO MASTER BPM = CC# 15</b>
<i>MASTER BPM = CC# 16 (0-127, 0=40BPM, 127=250 BPM)</i>

MODEL CC's						
MODEL ON/OFF = CC# 19 (0-63 OFF, 64-127 ON)						
MODEL NOICE GATE ON/OFF = CC# 18 (0-63 OFF, 64-127 ON)						
CC# 20 Model Type	CC# 21 0-127	CC# 22 0-127	CC# 23 0-127	CC# 24 0-127	CC# 25 (*)	CC# 26 (*)
E.Gtr = 0	Volume	Tone	-	-	Type(eg)	Pickup sel (pu)
Acoustic = 1	Volume	Tone	Body	AC Attack	Type(ac)	Sitar PU Select (0-3)
E.Bass = 2	Volume	Tone	JB:Rear vol	JB:Front vol	Type(eb)	F.Less Tone Type (0-3)
Synth = 3	Volume	-	-	-	Type(sy)	-
Poly FX = 4	Volume	-	-	-	Type(pf)	-

## PRE-AMP CC's

PRE-AMP ON/OFF = CC# 31 (0-63 OFF, 64-127 ON)

AMP SOLO SWITCH = CC# 42 (0-63 OFF, 64-127 ON)

AMP SOLO LEVEL = CC# 43 (0-127)

AMP SPEAKER TYPE = CC# 44 (0-8)

AMP MIC TYPE = CC# 45 (0-4)

AMP MIC DISTANCE = CC# 46 (0-63 OFF MIC, 64-127 ON MIC)

AMP MIC POSITION = CC# 47 (0-10)

AMP MIC LEVEL = CC# 48 (0-127)

NOISE GATE ON/OFF = CC# 125 (0-63=OFF, 64-127=ON)

NOISE GATE THRESHOLD = CC# 126 (0-127)

NOISE GATE RELEASE = CC# 127 (0-127)

CC# 32 Amp Type	CC# 33 0-127	CC# 34 0-2	CC# 35 0-20 (+/-10)	CC# 36 0-127	CC# 37 0-127	CC# 38 0-127	CC# 39 0-127	CC# 40 0-127	CC# 41 (0-63=OFF, 64-127=ON)
Natural clean = 0	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
Full range = 1	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Combo crunch = 2	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
Stack crunch = 3	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Higain stack = 4	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Power drive = 5	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Extreme load =6	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Core metal = 7	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
JC-120 = 8	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
Clean twin = 9	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
Pro crunch = 10	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
Tweed = 11	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
Deluxe crunch = 12	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
VO drive = 13	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
VO lead = 14	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Match drive = 15	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
BG lead = 16	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
BG Drive = 17	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	Bright sw.
MS1959 I = 18	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
MS1959 I+II = 19	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
R-fier vintage = 20	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
R-fier modern = 21	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
T-amp lead = 22	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
SDLN = 23	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
5150 drive = 24	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Bgnr ub metal = 25	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Orgn rock rvb = 26	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Bass clean = 27	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Bass crunch = 28	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-
Bass HiGain = 29	Gain	Gain sw.	T-comp	Level	Bass	Middle	Treble	Pres.	-

<b>CHORUS CC's</b>							
CHORUS ON/OFF = CC# 49 (0-63 OFF, 64-127 ON) RATE BY BPM = CC#58 (0=16'th Note, 1=Triplet of 8th Note, 2=Dotted 16th Note, 3=8th Note, 4=Triplet of Quarter Note, 5=Dotted 8th Note, 6=Quarter Note, 7=Triplet of Half Note, 8=Dotted Quarter Note, 9=Half Note, 10=Triplet of Whole Note, 11=Dotted Half Note, 12=Whole Note)							
CC# 50 Chorus Type	CC# 51 0-127	CC# 52 0-127 (0-100)	CC# 53 0-127 (0-100)	CC# 54 0-127 (0-100)	CC# 55 0-127 (0-40ms)	CC# 56 0-127 (20-800Hz)	CC# 57 0-127 (630-12.5kHz)
Mono = 0	E. Level	Rate	Depth	Dir..Level	Pre delay	Low cut	Hi cut
Stereo 1 = 1	E. Level	Rate	Depth	Dir.Level	Pre delay	Low cut	Hi cut
Stereo 2 = 2	E. Level	Rate	Depth	Dir.Level	Pre delay	Low cut	Hi cut

<b>REVERB CC's</b>								
REVERB ON/OFF = CC# 59 (0-63 OFF, 64-127 ON)								
CC# 60 Reverb Type	CC# 61 0-127	CC# 62 0-127 (0.1-10s)	CC# 63 0-127	CC# 64 0-127	CC# 65 0-127 (0-800Hz)	CC# 66 0-127= (630-12.5kHz)	CC# 67 0-127 (0-10)	CC# 68 0-127
Ambience = 0	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	-
Room = 1	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	-
Hall1 = 2	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	-
Hall2 = 3	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	-
Plate = 4	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	-
Spring = 5	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	Spring
Modulate = 6	E. Level	Time	Dir. level	Pre Delay	Low cut	Hi cut	Density	-

<b>FOOT VOL &amp; WAH CC's</b>					
WAH ON/OFF = CC#69 (0-63 OFF, 64-127 ON) FOOT VOL LEVEL = CC #95 (0-127) FOOT VOL MIN = CC #96 (0-127) FOOT VOL MAX = CC #97 (0-127) FOOT CURVE = CC #98 (0-3, Slow1=0, Slow2=1, Normal=2, Fast=3)					
CC# 70 Wah Type	CC# 71 0-127	CC# 72 0-127	CC# 73 0-127	CC# 74 0-127	CC# 75 0-127
Cry Wah = 0	E. Level	Pdl Pos	Pdl Min	Pdl Max	Dir. Level
VO Wha = 1	E. Level	Pdl Pos	Pdl Min	Pdl Max	Dir. Level
Fat Wah = 2	E. Level	Pdl Pos	Pdl Min	Pdl Max	Dir. Level
Light Wah = 3	E. Level	Pdl Pos	Pdl Min	Pdl Max	Dir. Level
7 String Wah = 4	E. Level	Pdl Pos	Pdl Min	Pdl Max	Dir. Level
Reso Wah = 5	E. Level	Pdl Pos	Pdl Min	Pdl Max	Dir. Level

<b>EQ CC's</b>		
EQ ON/OFF = CC#99 (0-63 OFF, 64-127 ON)		
LEVEL	CC #100	(0-127)
LOW GAIN	CC #101	(0-127, -20dB to +20dB)
LOW MID GAIN	CC #102	(0-127, -20dB to +20dB)
HI MID GAIN	CC #103	(0-127, -20dB to +20dB)
HI GAIN	CC #104	(0-127, -20dB to +20dB)
LOW MID FREQ	CC #105	(0-127, 20Hz-10kHz)
LOW MID Q	CC #106	(0-5, 0.5-16)
HI MID FREQ	CC #107	(0-127, 20Hz-10kHz)
HI MID Q	CC #108	(0-5, 0.5-16)
LO CUT	CC #109	(0-127, FLAT,20Hz-800Hz)
HI CUT	CC #110	(0-127, 630Hz-12.5kHz, FLAT)

### DELAY CC's

DELAY ON/OFF = CC# 79 (0-63 OFF, 64-127 ON)

DELAY 1 TIME BY BPM = CC#77

DELAY 2 TIME BY BPM = CC#78

(0=16'th Note, 1=Triplet of 8th Note, 2=Dotted 16th Note, 3=8th Note, 4=Triplet of Quarter Note, 5=Dotted 8th Note, 6=Quarter Note, 7=Triplet of Half Note, 8=Dotted Quarter Note, 9=Half Note, 10=Triplet of Whole Note, 11=Dotted Half Note, 12=Whole Note)

CC# 80 Delay Effects	CC# 81 0-127	CC# 82 0-127 (1-2000ms)	CC# 83 0-127	CC# 84 0-127 (127=flat)	CC# 85 0-127	CC# 86 0-127	CC# 87 0-127	CC# 88 0-127	CC# 89 0-127	CC# 90 0-127	CC# 91 0-127	CC# 92 0-127
Single = 0	E. Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	-	-	-
Pan = 1	Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	PanTapTime(%)	-	-
Stereo = 2	E. Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	-	-	-
Dual-S = 3	D1 E.Level	D1. Time	D. Level	D1 HiCut	D1.F.Back	D2 E.Level	D2 Time	D2 HiCut	D2.F.Back	-	-	-
Dual-P = 4	D1 E.Level	D1. Time	D. Level	D1 HiCut	D1.F.Back	D2 E.Level	D2 Time	D2 HiCut	D2.F.Back	-	-	-
Dual-L/R = 5	D1 E.Level	D1. Time	D. Level	D1 HiCut	D1.F.Back	D2 E.Level	D2 Time	D2 HiCut	D2.F.Back	-	-	-
Reverse = 6	Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	-	-	-
Analog = 7	Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	-	-	-
Tape = 8	Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	-	-	-
Modulate = 9	Level	D. Time	D. Level	High cut	Feedback	-	-	-	-	-	Mod. rate	Mod. depth

FX												
FX ON/OFF = CC# 111 (0-63 OFF, 64-127 ON)												
FX: CC# 112 Effects	CC# 113 0-127	CC# 114 0-127	CC# 115 0-127	CC# 116 0-127	CC# 117 0-127	CC# 118 0-127	CC# 119 0-127	CC# 120 (*)	CC# 121 (*)	CC# 122 (*)	CC# 123 (*)	CC# 124 (*)
OD/DS = 0	Level	Drive	D.Level		Tone	Bottom	-	Type (od)	Solo sw	Solo Lv (0-127)	-	-
Compressor = 1	Level	Sustain	-	Attack	Tone	-	-	Type (f)	-	-	-	-
Limiter = 2	Level	Ratio	-	Attack	Threshold	Release	-	Type (g)	-	-	-	-
EQ = 3	Level	Low Gain	LoMid Gain	HiMid Gain	Hi Gain	LowMid Freq.	Hi Mid Freq.	LoMid Q (l)	HiMid Q (l)	Lo cut (0-127)	Hi cut (0-127)	-
T.Wah = 4	E. Level	Sens	D. Level	Freq	Peak	-	-	Mode (h)	Polarity (i)	-	-	-
Pitch shifter = 5	Ps1:Lvl	Ps2:Lvl	D.Level	Ps1:Fine	Ps1:Pre Dly	Ps2:Fine	Ps2:Pre Dly	Type (r)	Ps1:ptch (s)	Ps2:ptch (s)	Ps1:mode(p)	Ps2:mode(p)
Harmonist = 6	Hr1:Lvl	Hr2:Lvl	D.Level	Hr1:F-back	Hr1:Pre Dly	-	Hr2:Pre Dly	Voice (t)	Hr1:Harm (u)	Hr2:Harm (u)	Mast.key (v)	-
Pedal bend = 7	E. Level	Position	D. Level	-	-	-	-	Pitch (pb)	-	-	-	-
Phaser = 8	E. Level	Rate	D. Level	Depth	Reso	Manual	Step Rate	Type (d)	-	-	Rate by BPM (r1)	Step Rate by BPM (r1)
Flanger = 9	E. Level	Rate	D. Level	Depth	Reso	Manual	Separat	Lo cut (c)	-	-	Rate by BPM (r1)	-
Tremolo = 10	E. Level	Rate	-	Depth	W. Shape	-	-	-	-	-	Rate by BPM (r1)	-
Pan = 11	E. Level	Rate	-	Depth	W. Shape	M. Position	-	Type (pt)	-	-	Rate by BPM (r1)	-
Rotary = 12	E. Level	Rate slow	-	Depth	Rate fast	-	Speed sel	-	Rise time 0-127	Fall time 0-127	Rate Slow by BPM (r1)	Rate Fast by BPM (r1)
Uni-V = 13	E. Level	Rate	-	Depth	-	-	-	-	-	-	Rate by BPM (r1)	-
Chorus = 14	E. Level	Rate	D. Level	Depth	Low cut	Hi cut	Pre Dly	Type(e)	-	-	Rate BPM (r1)	-
Delay = 15	E. Level	Time	D..Level	Feedback	-	Hi cut	PanTap Time	Type(dt)	-	-	Time by BPM(t1)	-

Note: For pitch shifter, F.Back1 parameter is not implemented

<b>(*) Range of special parameters</b>			
Code	Description	CC Value Range	Representation
ac	AC Guitar type	0-8	MA28/TRP-0/GB45/GB SML/GLD40/NYLON/RESO/BANJO/SITAR
c	Low cut	0-10	Flat – 800Hz
d	Phaser Type	0-3	4STAGE, 8STAGE, 12STAGE, BIPHASE
dt	Delay type	0-1	MONO/PAN
e	Chorus	0-2	MONO/STEREO1/STEREO2
eb	El Bass type	0-2	JB/ PB/FRETLESS
eg	El. Guitar type	0-11	CLA ST/MOD ST/TE/LP/P90/335/L4/RICK/LIPS/WIDE RANGE/BRIGHT HUM/FRETLESS
f	Compressor Type	0-7	Boss/Hiband/Light/D-comp/Orange/Fat/Mild/Stereo
g	Limiter Type	0-2	Boss/Rack 160D/VTG Rack U
h	Wah Mode	0-1	LPF/BBP
i	Wah Polarity	0-1	DOWN/UP
l	Q	0-5	0.5/1/2/4/8/16
od	OD/DS Type	0-20	MID BOOST/CLEAN BOOST/TREBLE BOOST/CRUNCH/NATURAL OD WARM OD/ FAT DS/LEAD DS/METAL DS/OCT FUZZ/ BLUES OD OD-1/T-SCREAM/TURBO OD/DIST/RAT/GUV DS/DST+/METAL ZONE '60S FUZZ/MUFF FUZZ
pb	Pedal bend	0-49	-24 - +24
pf	Poly FX type	0-4	DISTORTION/CRYSTAL/RICH MODULATION/SLOW PAD/TOUCH WAH
pu	Pickup sel	0-5	Amount of pickup combinations varies
pt	Pan Type	0-1	Auto/Manual
r	Pitch Shifter Type	0-2	1VOICE/2VOICE MONO/2VOICE STEREO
r1	Rate by BPM	0-12	0=Whole Note, 1=Dotted Half Note, 2=Triplet of Whole Note, 3=Half Note, 4=Dotted Quarter Note, 5=Triplet of Half Note, 6=Quarter Note, 7=Dotted 8 <sup>th</sup> Note, 8=Triplet of Quarter Note, 9=8 <sup>th</sup> Note, 10=Dotted 16 <sup>th</sup> Note, 11=Triplet of 8 <sup>th</sup> Note, 12=16 <sup>th</sup> Note
t	Harmonist Type	0-1	1VOICE/2VOICE
s	Pitch Shifter Pitch	0-48	-24 -> 0 -> +24
sy	Synth type	0-2	GR-300/OSC SYNTH/WAVE SYNTH
t1	Time by BPM		0=16 <sup>th</sup> Note, 1=Triplet of 8 <sup>th</sup> Note, 2=Dotted 16 <sup>th</sup> Note, 3=8 <sup>th</sup> Note, 4= Triplet of Quarter Note, 5=Dotted 8 <sup>th</sup> Note, 6=Quarter Note
u	Harmony	0-29	-2oct, -14 <sup>th</sup> , -13 <sup>th</sup> , -12 <sup>th</sup> , -11 <sup>th</sup> , -10 <sup>th</sup> , -9 <sup>th</sup> , -1oct, -7 <sup>th</sup> , -6 <sup>th</sup> , -5 <sup>th</sup> , -4 <sup>th</sup> , -3 <sup>rd</sup> , -2 <sup>nd</sup> , Unison, +2 <sup>nd</sup> , +3 <sup>rd</sup> , +4 <sup>th</sup> , +5 <sup>th</sup> , +6 <sup>th</sup> , +7 <sup>th</sup> , +1oct, +9 <sup>th</sup> , +10 <sup>th</sup> , +11 <sup>th</sup> , +12 <sup>th</sup> +13 <sup>th</sup> , +14 <sup>th</sup> , +2oct, User
v	Master Key	0-11	C(Am), Db(Bbm), D(Bm), Eb(Cm), E(C#m), F(Dm), F#(D#m), G(Em), Ab(Fm), A(F#m), Bb(Gm), B(G#m)